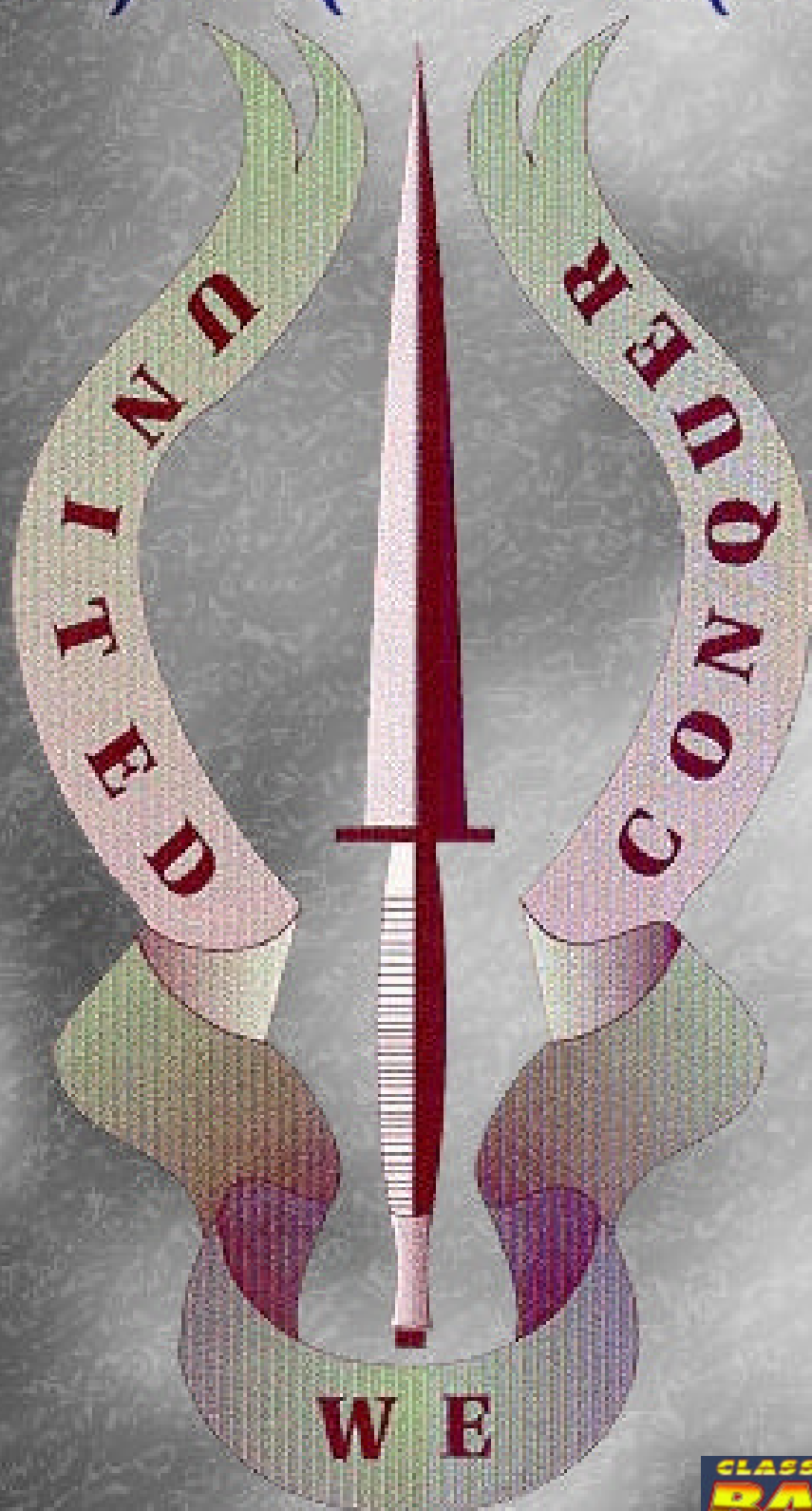
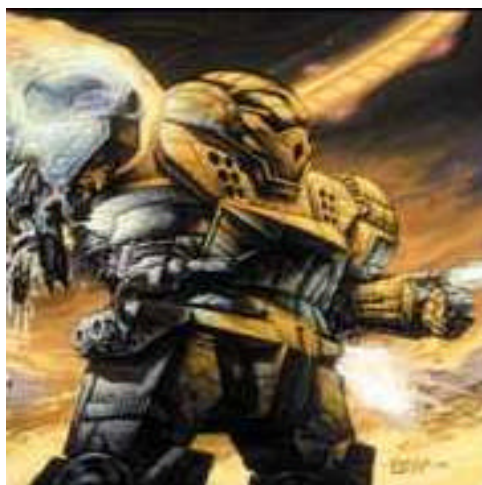


# COMMANDO

## QUARTERLY





## **EDITOR'S CORNER:**

**By Jason Weiser**

Hello all and welcome to the first issue of the Commando Quarterly. We're doing this as a webzine by the members of the Commando Program for the BattleTech community at large. Many of the folks who we've published here are writing for the first time for the community and as such, deserve your support and good cheer. Heck, this is my first time editing so I am learning through the

OJT School myself.

I want to say a few things about my background to CBT I started as a doe eyed kid on a steady diet of Robotech and Harold Coyle's book; Team Yankee. I had also discovered that I liked a plucky bunch of folks known as Hammer's Slammers. This was in 1985, and at the tender age of ten, my friend bought a copy of BattleTech. I was hooked.

Tanks have a funny family history with us; my grandfather regaled me of many tales about his drive across France with Patton's Third Army. He pulled no punches in his stories, and he is every bit the hard nosed Cavalry Sergeant now as he was fifty years ago (And yes, he's seen EVERY John Ford/Wayne Western there is).

And that's what captivates me about 'Mechs. They are the cavalry of the 31st Century. That's probably why I am a die hard Davion. I'd take a little too well to spurs on my boots and whistling the tune to "Gary Owen"

But that comes to the next point of my editorial: A love of History. It's something I have noticed in just about every BattleTech fan. We're a well-read bunch; I dare say the most well read in the gaming hobby. It's not unusual for us to be able to speak of Napoleon and Xerxes in the same breath and be able with some measure of alacrity to relate it to some aspect of the 31st Century.

That's why I love this game. Despite our complaints with FASA, their plot twists had some sort of historical and highbrow base. So much so that half the fun was guessing just what the roots of the LATEST plot twist was in an attempt to outwit the writers.

But it's not just that: Look at Monte Diablo, did you notice any similarity to an engagement in history? Nope? Wrong! It was based on the US assaults on "Hamburger Hill" in 1970 in Vietnam. And yes, we won, but it was a meat grinder (Makes you glad the NVA didn't have 'Mechs). And that's the final part of my missive. If you're stuck for a scenario, research. Between BattleTech's copious amount of fluff material and the real-world material out there (not to mention the works of Drake, Ringo, Weber, et al.) ideas are a plenty. There's a universe at war out there...make your mark on it.

And remember. GAUSS RIFLES SMART! (Apologies to John Ringo)

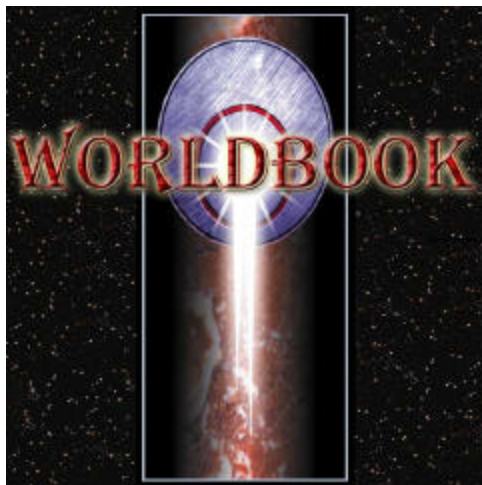


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Commando Quarterly, published by the FanPro Commandos, an affiliate of Combat Correspondence, principal office, 2923 Hemlock Street, 87323 Solaris City, Solaris VII, Freedom Theater, Lyran Alliance. Subscriptions: 1 Year (4 issues) 5 Kroner, Outside the Lyran Alliance: 12 Kroner. For subscriptions, customer service, and electronic delivery, log on to ComNet and navigate to <http://www.commandohq.com>





## WORLDBOOK:

**By Joel Steverson**

Worldbook is the standard stellar cartography and planetary information database in the Inner Sphere. Abbreviated selections are presented for the interest of our readers. Additional information, including sales, and volume licensing, is available at ComStar & Word Of Blake installations.

### System Common Name: Pandora

System Catalog: TYC1-3-9513-1107

#### Stellar Data:

Star: Tamas  
Type: K5 III  
Mass: 0.72 Sol  
ILuminosity: 0.25 Sol  
Radius: 0.83 Sol

#### System Data:

Planetary System: 3  
Bodies: 3  
Planetoids: 0  
Asteroid Belts: 0

#### Planetary Data:

#### Planet: TYC1-3-9513-1107-2

Common Name: Pandora  
Position In System: 2  
Mean Orbital Radius: 0.54 AU  
Orbital Inclination: 2.31%  
Orbital Eccentricity: 0.0367  
Perihelion: 0.5439 AU  
Aphelion: 0.5466 AU  
Period: 122.71 Std. Days  
Mass (10<sup>24</sup>kg): 7.349 (1.23 Terra)  
Equatorial Diameter: 13,291.23 km (1.04 Terra)  
Mean Density (kg/m<sup>3</sup>): 6783.45 (1.23 Terra)  
Mean Surface Gravity (m/s<sup>2</sup>): 11.07 (1.13 G)  
Escape Velocity (km/s): 23.98 (2.14 Terra)  
Rotational Period: 20.83 Hours  
Axial Inclination: 2.82°  
Atmosphere: Marginal Terran Type  
Composition: 80.14% Nitrogen (N<sub>2</sub>)  
18.26% Oxygen (O<sub>2</sub>)  
1.6% Other  
Hydrographics: 30% of the surface covered by liquid H<sub>2</sub>O  
Mean Temperature (°C): 13.5  
Temperature Range (°C): -9 to -3 Polar  
5 to 17 Equatorial

#### Planetography:

Radius (km): 6645.62  
Circumference (km): 69,337,896.34  
Total Surface Area (km<sup>2</sup>): 554,703,170.70  
Land Surface Area (km<sup>2</sup>): 388,292,219.50  
Inhabited Surface Area (km<sup>2</sup>): 18,178,650  
Surface Topography:  
Topographic Range (km): 37  
Ocean/Sea/Lake: 22%  
River/Basin: 8%  
Steppe/Plains/Lowlands: 13%  
Valley/Rift: 9%  
Rising Ground: 16%  
Low Hills: 9%  
High Hills: 5%  
Low Mtns (> 2000 m): 11%  
High Mtns (< 2000 m): 7%  
Arable Land: 17%





**Satellite Data:**

**Satellite: TYC1-3-9513-1107-2A**

Common Name: Epimetheus  
 Mean Orbital Radius: 372,924.13 km  
 Orbital Inclination: 3.87°  
 Orbital Eccentricity: 0.042  
     Perihelion: 372,849.53 km  
 Aphelion: 380,755.52 km  
 Period: 32.44 Standard Days  
 Mass (10<sup>24</sup>kg): 0.102  
 Equatorial Diameter: 1823.17 km  
 Mean Density (kg/m<sup>3</sup>): 3729.27  
 Mean Surface Gravity (m/s<sup>2</sup>): 2.03 (0.20 G)  
 Escape Velocity (km/s): 3.84  
 Rotational Period: 82.65 Hours  
 Axial Inclination: 15.56°  
 Atmosphere: Trace Gasses  
 Hydrographics: 0% of the surface covered by liquid H<sub>2</sub>O  
 Temperature Range (°C): -108 to 141

**Satellite: TYC1-3-9513-1107-2B**

Common Name: Hephaestos  
 Mean Orbital Radius: 481,297.21 km  
 Orbital Inclination: 25.93°  
 Orbital Eccentricity: 0.012  
     Perihelion: 476,562.16 km  
 Aphelion: 487,072.56 km  
 Period: 122.71 Std. Days  
 Mass (10<sup>24</sup>kg): 0.0239  
 Equatorial Diameter: 869.87 km  
 Mean Density (kg/m<sup>3</sup>): 2754.09  
 Mean Surface Gravity (m/s<sup>2</sup>): 0.872 (0.11 G)  
 Escape Velocity (km/s): 1.94  
 Rotational Period: 20.83 Hours  
 Axial Inclination: 8.21°  
 Atmosphere: Trace Gasses  
 Hydrographics: 0% of the surface covered by liquid H<sub>2</sub>O  
 Temperature Range (°C): -110 to 135

**ComStar Data:**

ComStar Facility Class: A  
 ComStar Representative: Frederick Hamilton  
 Com Guard Units On Site: Classified

**Economy:**

Natural Resources: Lumber, ores  
 Manufactured Goods: Military equipment, alloys, electronics  
 Labor Force: Industrial (23%)  
     Mining (21%)  
     Service (16%)  
     Forestry (10%)  
     Education (8%)  
     Agriculture (6%)  
     Others (16%)

**Education:**

Literacy Rate: 98.53%  
 Primary School Enrollment: 99.38%  
 Secondary School: 97.21%  
 Tertiary School: 53.21%  
 Sci/Tech Graduates: 27%

**Finance:**

Currency: Panmark (1.53 Cb)  
 Per Capita Income: 10,677 Cb  
 Gross Domestic Product: 1.52 Trillion Cb

Imports: Agricultural products  
 Pharmaceuticals  
 Water  
 Principal Sources (< 10%): Graceland (46%)  
 Cumbres (12%)  
     Mean Tariff: 16.7%  
     Percent Tariff Exempt: 47%  
 Exports: Military equipment  
 Alloys  
 Electronics  
 Manufactured goods  
 Wood products  
 Principal Markets (< 10%): Crofton (22%)  
 Emirs IV (10%)  
 St. Ives (17%)  
 Kathil (19%)  
 Midway (10%)  
 Growth In Export Amount: -5% (3064)  
 Growth In Market Share: -3% (3064)

**Government:**

Allegiance: Lyran Alliance  
 Government Type: Aristocracy  
 Principal Official: Duke Hans Wilmstaed  
 Planetary Capital: Needgate

**Health:**

Life Expectancy At Birth: 78.6 Years  
 Birth Rate: 1.5%  
 Mortality Rate: 1.9%  
 Population Growth Rate: -0.4%

**Military Data:**

Defense Spending: 15% GDP  
 Military Manpower Potential: 171,417,739 (12%)  
 AeroSpace Forces:  
     Orbital: 1 Bastion Space  
     Deep Space: 2 Olympus Class  
     Warships: 0  
     Jumpships: 4  
     Dropships: 20  
     Aerospace Fighters: 36  
 Ground Forces: 2<sup>nd</sup> Donegal Guards  
     'Mech Forces: 1 Regiment (63% Upp.)  
     Armor Forces: 3 Regiments  
     Infantry Forces: 1 Brigade  
 Training Facilities: Pandora College Of  
 Military Sciences  
 Infantry, Battle Armor,  
 Armor, 'Mechs,  
 Aerospace Fighter  
 Subjects:

**People:**

Population: 1,428,481,116  
 Population Density (km<sup>2</sup>): 78.58  
 Urbanization: 62.31%  
 Ethnic Groups: European (73.82%)  
 Others (26.18%)  
 Religion: Christianity (38%)  
 Judaism (34%)  
 Buddhism (12%)  
 One Star Faith (6%)  
 Others (10%)

**Transportation:**

Recharging Station: Zenith, Nadir  
 Distance To Jump Point: 2.06 AU  
 Travel Time: 98.4 Hours  
 Chief Ports: 20 (5 Military)  
 Off Planet Facilities:  
     Orbital: 1 Military  
     Deep Space: 2  
 Merchant Fleet:  
     Jumpships: 15  
     Dropships: 97  
     Shuttles: 539





### Climate:

The only habitable planet orbiting an unremarkable orange star near the Lyran / Jade Falcon border, Pandora presents unique challenges to native and visitor alike.

Average temperatures

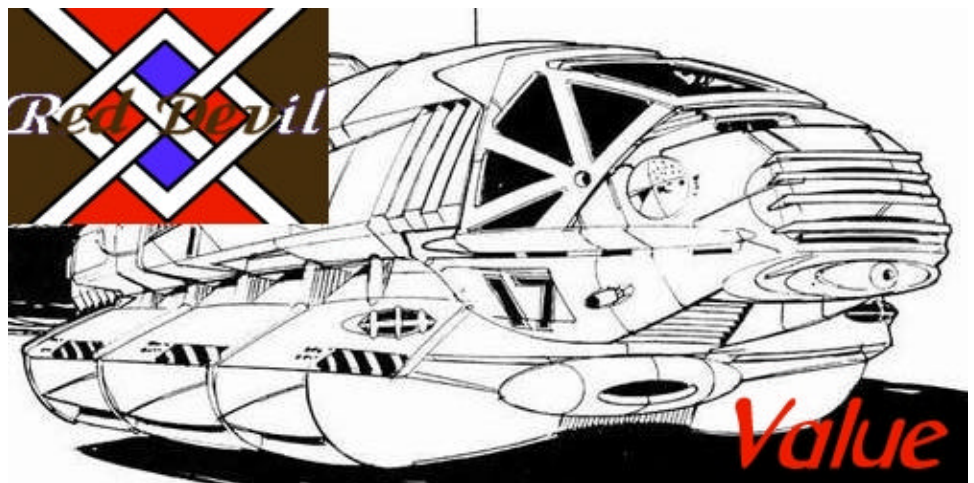
rarely exceed fifteen degrees, and seasonal weather varies little due to Pandora's lack of significant orbital inclination. The constant climate allows for year-round growth and the byproduct easily feeds Pandora's population.

Storms rise from the equatorial ocean to bring moisture to the northern and southern hemispheres, but since the failure of Pandora's last weather control satellite in the late 29<sup>th</sup> century the frequency and severity of these storms varies greatly. The waning summer months are generally the worst, when hailstones seven centimeters in diameter are not uncommon.

### Ecology:

Rich mineral deposits are pervasive. Boron, Beryllium, Gallium, Selenium and others are easily strip-mined and transported to the planet's manufacturing centers. The high concentration of minerals, both in the soil and rain, left fields of terrestrial plants fallow until the original Star League era when scientists adapted many plants to Pandora's climate. However the adapted plants, along with all of the edible indigenous plants, have a peculiar metallic taste that most off-world visitors find displeasing, and even short-term visitors require regular medicinal supplements to avoid heavy metal poisoning.

The Pandoran Weedtree, so named for its aberrant growth rate, is prized for its unique burgundy-hued grain. Similar in outward appearance to the Norfolk Island pine, it virtually infests much of the planet in jungle-like forests. Nearly ninety percent of Pandora's native animal species make their



homes in these forests. Most are mammalian herbivores, though quite a few carnivorous species, like the Pandoran Tree Shrike, pose a threat to humans. Visitors are advised to remain within the boundaries of established settlements and thoroughfares.

### Sociology:

Italian and German ethnicities predominate with small percentages of people representing most other ethnic groups. Amongst the common citizens, bound together by their unforgiving planet, there is little persecution or racism. Most cultural animosity is directed towards the ruling nobility, who, for the last few decades, are said to have ruined a once flourishing economy while lining their coffers. The average noble, from planetary holdings alone, sees twenty times the mean annual income.

During the Clan invasion, riots and protests against the planetary government were commonplace. Stiffer penalties have deterred most protestors, though public outcry often leads the planetary news. Recently pressed into service as the de facto police force, the planetary militia can be seen trudging the streets of every major city. The efficacy of these additional peace keeping officers is questionable, though aside from seditious protests, the crime rate on Pandora is remarkably low.

Political boundaries are generally drawn by the various mountain ranges ringing Pandora, though in practice, each city only actively maintains a fraction of their territory. Of the twenty major cities on Pandora,



eighteen are governed by elected officials, who along with the appointed governors meet on a monthly basis to discuss planetary affairs. Their recommendations are passed to the aristocracy who make the final decisions.

### Topography:

Pandora is divided into two principal landmasses separated by an equatorial ocean. The northern hemisphere, unimaginatively called Northland, is home to the majority of Pandora's settlements, while most of the strip-mining takes place in the southern hemisphere. Though the officially called Southland, the southern hemisphere is commonly known as Scab. If not for Pandora's rampant plant growth Scab would resemble other heavily mined worlds.

Less than twenty percent of Pandora is arable land, the rest dominated by mountains and forests. Two principal mountain ranges, the Nordlich Steinfaut and Griesgramig Gebirg, cover nearly one quarter of the northern hemisphere. Thrill-seeking climbers from neighboring systems pay premium prices for their chance at Pandora's famous peaks, many of which rise above six kilometers.

It is unusual that Pandora's single ocean is not interrupted by landmasses. Geologists theorize that during Pandora's formative evolutionary period the poles shifted and the tectonic stress began moving landmass away from the new equator towards the poles. The lifeless ocean, while vast in terms of square kilometers, is not remarkably deep.

Pandora's wide variety of terrain and

constant, if cool, temperature makes it ideal for military exercises. The Pandora College of Military Sciences, located sixty kilometers northwest of Needgate, makes extensive use of its surroundings for training purposes. Multiple practice ranges, each several hundred square kilometers in area, provide cadets with invaluable experience.

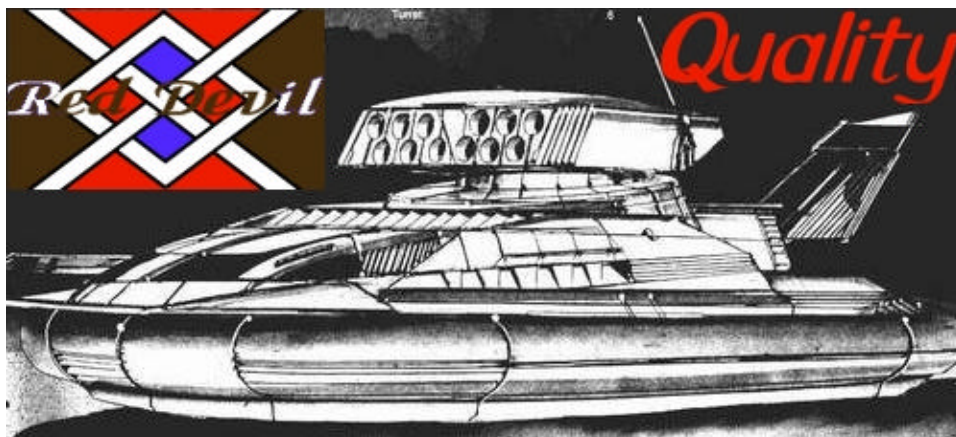
### History:

In the early 24<sup>th</sup> century, a survey ship from the expanding Tamar Pact entered the Tamas system. Formed in 2235 the Tamar Pact encompassed nearly a dozen star systems, most settled for their habitability. In need of fertile planets to expand their agricultural business, they would have never investigated the Tamas system had it not lain on their course to favorable G5 system. Lengthy recharge times, required by the primitive Jumpships of that era, allowed sufficient time to shuttle to the system's only water-bearing planet. Under the Terran Alliance Planetfall Registration Act (the so-called Neil Armstrong Law) the first person setting foot on a new planet christened it. Survey leader Dieter Van Klaugg chose Pandora. Historians today still debate his reasoning.

Unrest created by the collapse of the Terran Alliance in 2314 spurred a new wave of military development. The Padmic mining company established the first colony on Pandora that year. Under contract to deliver raw materials for arms and armament manufacture, Padmic used the easiest and cheapest methods. Conditions were deplorable and countless miners lost their lives. By the onset of the Age Of War Pandora

was an important ore processing plant for the fledgling Lyran Commonwealth.

Technological advances in water purification eliminated water import, save for as a delicacy, though Padmic







would pay to import foodstuffs for another fifty years.

Following the Steiner Civil War Robert Steiner enacted a series of economic reform policies and new industry flocked to resource-rich Pandora. During the glory days of the Star League Pandora experienced its most profound economic boon. Weather control satellites tamed the planet's harsh storms, reengineered terrestrial plants flourished, and new manufacturing techniques changed the role of the planet from supplier to producer. BattleMech, armored vehicle, and other factories burgeoned. By the fall of the Star League in the late 28<sup>th</sup> century, two centuries of growth swelled Pandora's population to nearly three billion.

Pandora's position near the Lyran / Kurita border cost it nearly all the gains won during the Star League era. Only the overly aggressive nature of the First and Second Succession Wars saved Pandora from devastation. At the onset of the First Succession War, Pandora's prosperous economy came from its consumer products, and not from the BattleMech factories for which it was later known. The massive war fleets of the Draconis Combine bypassed systems like Pandora for more prominent targets, but as the unbridled hostilities consumed the Inner Sphere, many companies abandoned their facilities on Pandora. By the close of the Third Succession War Pandora boasted one of the few surviving BattleMech factories and, even more scarce, a Dropship training facility, but its economy was floundering. Credit problems hampered Pandora. Off world companies demanded strict pre-pay terms, and many refused to do business with what they considered a risky border planet.

The secession of Rasalhague from the Draconis Combine, and announced union of the Lyran Commonwealth and the Federated Suns provided a much-needed respite. Pandora's situation could not have become more favorable. The Rasalhague buffer zone encouraged many erstwhile business partners to reestablish ties. The Lyran Commonwealth poured millions of C-bills

into Pandora radically expanding and improving the Pandora College of Military Sciences to include courses for Aerospace & VTOL training.

The Clan invasion both devastated and invigorated Pandora, as military spending surged and consumer spending plummeted. The Tukayyid truce did little to stabilize the tumultuous economy. The military build up continued, but a successful raid by the Jade Falcons in 3052 spurred several companies such as Quickscell, a manufacturer of combat vehicles, to abandoned Pandora. The planet's ruling nobility, mindful of the events at the onset of the Succession Wars, instituted radical laws to prevent further abandonment, however those very laws hampered economic revival.

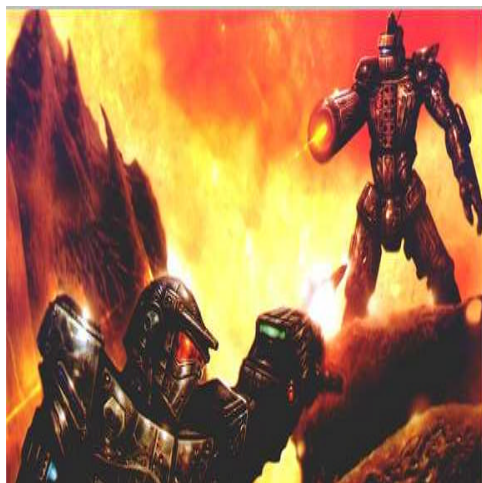
#### **Present Day:**

The secession of the Lyran Commonwealth and creation of the Lyran Alliance in 3057, along with the ensuing FedCom civil war bedraggled Pandora's economy. Money that could have propped up its failing military industry went instead to fight the war.

Red Devil Industries, Pandora's last remaining military manufacturing company, recently closed its unreliable BattleMech production lines and now operates only three vehicle lines. Red Devil is negotiating with Scarborough for the advanced targeting and tracking systems currently used in their Pegasus Light Scout Tanks, in hopes of updating the Red Devil line. Even if successful it is uncertain if Red Devil has sufficient reserves to remain solvent without its BattleMech lines. Without significant trade-friendly policy changes Pandora's military economy is likely to collapse within ten years.

Despite becoming a theater capital, Pandora's future is uncertain. Only the presence of the 2<sup>nd</sup> Donegal Guards RCT keeps Pandora from falling into Jade Falcon hands. Six decades of economic turmoil have taken their toll on Pandora's citizens, and fueled avarice amongst its ruling nobles. Enrollment at the PCMS is at an all time high, but the loss of its Dropship training program in 3061 has reinforced the nobles' abandonment fears.





## TACTICAL ANALYSIS:

### Light 'Mechs on the Modern Battlefield (3060+)

By Ron Barter

Have Light 'Mechs ended their usefulness on the modern battlefield?

With the development of more powerful weapon systems and the constant threat of the clans, have this particular class of BattleMech finally gone the way of the Dinosaur?

Let's examine the light 'Mech in depth:

1. Reduced weapons payload – Light 'Mechs cannot carry large weapon systems or a sufficient number of smaller weapons that allow it to engage opponent 'Mechs on the battlefield without sacrificing speed and/or armor to do so. The Hollander is an example of this, carrying a Gauss Rifle reduced armor and no secondary weapons.
2. Minimal Armor Protection - The weight of a Light 'Mech does not permit it to carry a large amount of armor, even with specialty armor types, the maximum that a light 'Mech can carry is a little over 7.50 tons.
3. Lack of a defined role on the Battlefield – With the advent of Light and extra light engines the speed advantage once held by this class of 'Mech has largely been reduced, it is now possible to see Heavy 'Mechs moving across the battlefield at speeds in excess of 80 kph!!!!

Using the above arguments one could say it is time to retire this class from 'Mech production facilities and move on to better designs and weight classes. Such a decision would be a grave error. In the Twentieth Century Armored Combat was borne, during this time 3 components of armor warfare

were developed that even today still hold true: Speed, Protection, and Firepower.

Lets face it, light 'Mechs are fast, with light fusion engines or even extra light engines they become even faster or they can use the extra weight to devote to armor and more weapon systems.

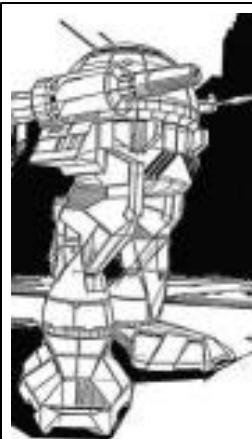
The lack of armor protection as some would say is a fallacy, Light 'Mechs have armor protection just not as much as heavier weight classes. The Light 'Mech relies on its speed and maneuverability to evade enemy fire. In the Second World War on Ancient Terra, the Country state of the United Kingdom had an armored Vehicle (called a Matilda) that for its short time had a level of armor protection that could not be defeated by enemy weapon system, however this same vehicle was incredibly slow and lacked a weapon capable of taking advantage of its vaunted superior armor protection. A modern Light 'Mech with a skillful pilot and excellent maneuverability can evade hostile fire, the armor providing protection from splash damage, and the infamous lucky shots that are common on any Battlefield.

As for a defined role on the Battlefield, this analyst sees 5 useful roles:

1. Scout
2. Harasser
3. Electronic Warfare
4. Urban Defense
5. Planetary Defense



On the modern battlefield, intelligence as to what your opponent is doing is worth more than any amount of gold bullion or germanium deposit. Fast light 'Mechs can provide this to you, and with the development of advanced sensor probes it is possible to reveal units waiting in ambush or powered down for other reasons. Command and Control systems like Comstar's or the Draconis Combine's even allow the scout 'Mech to not only reveal what is out there



Urban 'Mech- This design has been ridiculed by many, but lets take a closer look at it, it is as its name states a URBAN 'Mech, its speed is sufficient for moving in the close confines of a urban area, it can clear most buildings, and it can deliver heavy firepower in the form of a class 10 autocannon. With a small standard engine, this 'Mech is very affordable, working in pairs it can easily defeat invading 'Mechs using its small size, maneuverability, and knowledge of its surroundings to ambush invading 'Mechs, damage them and evade to repeat again.

but to allow its lance mates to deal with the threat while at long range.

Harasser 'Mechs can deliver fire onto the enemy, and if done correctly the enemy cannot



Firestarter - This venerable design received a much-needed refit in 3050, the flamers were always useful for creating smoke screens on the battlefield, the 3050 variant added a Beagle Probe system for increased scouting. This design was further modified into an omni'Mech design that allows a Unit commander to configure this now versatile 'Mech into whatever role they require.

return fire on them. Harasser's can deliver missile fire or designate for Arrow IV missile strikes. While the missile fire would be light, the cumulative damage both to materiel and more importantly enemy morale is devastating.

With the release of the Gray Death Memory Core and the Clan Invasion, new electronic systems were developed, these Electronic Countermeasures Systems, advanced sensor suites, Target Acquisition gear, and similar devices have revolutionized modern warfare, however, they are expensive and once lost on the field of battlefield, they deprive the unit using them of their usefulness. A light 'Mech can be equipped with these systems, leaving its heavier brothers to engage the enemy.

While the Urban 'Mech perhaps is the most perfect example of this, the fact remains that in an urban fight a nimble 'Mech that can leap tall buildings in a single leap, deliver fire and leap out again. Larger 'Mechs lack the maneuverability in an urban sprawl, and their size actually is a hindrance to them as they are easier to see, towering over buildings.



Raven- This design has seen many evolutions in its design; versions can be found equipped with TAG, ECM, Beagle Probe, and a Narc beacon launcher. The most current variant increases its scouting capability with the addition of Stealth Armor, which combined with the Raven's speed makes it harder to hit at medium and Long ranges.

size actually is a hindrance to them as they are easier to see, towering over buildings.

Finally, there is planetary defense, a single MAL-3R Mauler can cost 20 000 000 c-bills, for that price a Planetary militia could afford an entire Lance of Panther-12K's. Yes, the single Mauler has more firepower than a single Panther, but a Lance of Panthers maneuvering around the Mauler can overwhelm the assault 'Mech. Again with reference to the 20<sup>th</sup> Century Second World War on Terra, the Country state of Germany fielded a Tank called the Tiger, it was superior in armor protection and firepower to its rival the American Country state Sherman Tank, however the cost and production of a Tiger compared to the





Sherman meant that Tigers were outnumbered on the battlefield by a factor of 10:1!!!

Now, all of what I have just said means nothing unless it is applied to current 'Mech designs that are available for use, some of these designs actually embody two or more of the purposes as suggested in this analysis.

There are of course numerous other designs but these few mentioned here serve to clarify the role of the light 'Mech on the modern battlefield.

Lets face it a militia has a limited budget, a few large assault 'Mechs may look impressive on a parade field, but if the enemy has just landed a battalion will it be enough? On the other hand a company of Light 'Mechs can harass the enemy until help arrives or other forces can be mobilized. This point has already been seen and also reveals my last point, Dealing with the Clans. In March on 3058, Clan Jade Falcon



Talon – similar to the Wolfhound in design it has no requirements for ammunition but with a higher speed, at the expense of a higher cost for its bigger engine.



Wolfhound- an exceptional scout and harassment 'Mech, with no need for ammunition it can scout indefinitely, or harass enemy units behind their own lines.



Hammer – This 'Mech acts as a harasser and fire support 'Mech, twin Long-range Missile racks allow it to harass enemy units, it has moderate speed, with a standard engine to reduce cost and increase survivability.

invaded the Lyran planet Coventry.

While most of the defending forces were quickly overwhelmed, one unit not only fought an effective campaign against the Falcon occupation, when relief forces arrived they proved instrumental in forcing the Jade Falcons to accept Hegira and withdraw from the Planet. This unit, the 2<sup>nd</sup> Company, 1<sup>st</sup> Battalion of the 10<sup>th</sup> Skye Rangers, The Titans, was an almost light 'Mech unit (the unit had 2 extra 'Mechs a Centurion and a Penetrator).

So does the light 'Mech have a future? I would say emphatically yes, as long as they are used in roles that are suited to their unique capabilities and that a commander never forgets that.

## Wanted

The LIC has offered a 50,000 Cb reward for information leading to the capture, or DNA-confirmed corpse, of the fugitive Reginald Starling; last known to be on the planet Upano.

This seditious terrorist is wanted for numerous crimes against the Lyran Alliance, and should be considered armed and extremely dangerous.

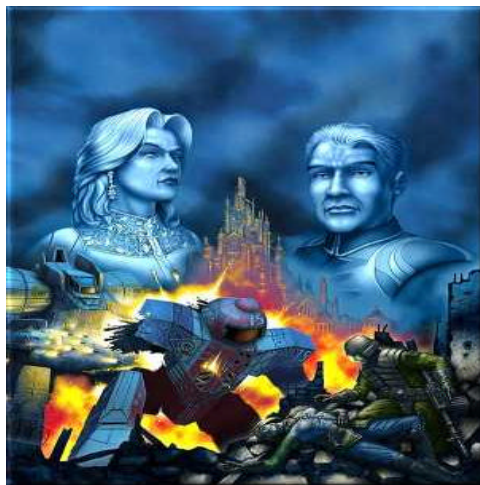
If you have information on his whereabouts, do not approach him, or attempt to apprehend him yourself, but contact your local authorities immediately.



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## AN UNCIVIL CIVIL WAR:

By Jason Weiser

January 12<sup>th</sup>, 3065

Dear Mom,

It looks as if I am returning to New Avalon, just not the way we'd both thought. What's worse, it looks like me and Dana might be on opposite sides on this one. The thought of me having to fire on my own family, well, it brings feelings of fear and ache that I've

never felt, even during those horrible nights on Luzerne during Bulldog.

Why in the name of the Unfinished Book didn't Dana get out when it all hit the fan? She knew what was coming, Mom, and she knows that eventually, we'll hit New Avalon, and finish this. Aw God, Mom, the very idea of me firing my Nightstar's gauss rifles on her Warhammer is, well, it's enough to make me weak, and to make me wonder just what keeps me in uniform. Perhaps I should have gotten out four years ago and gotten that consulting job with Herbie Atcheson. It was good money, Mom. But, I thought of you, and the family honor, and how there's always been one of us in service to House Davion for the last 300 years. Now, now, there are two, and the unthinkable is going to happen, we're going to have to kill each other.

And for what? I used to believe in the rightness of Victor's cause, and I still agree Kat's got to go. But, all the same, the cost has been unbelievable. Some of the old hands here say they haven't seen this kind of naked brutality on a battlefield since stories from their fathers about the 3<sup>rd</sup> Succession War. Makes me wish Grandpa were here now. He'd know what to do.

Aw Malf it! It's getting routine to fight in cities, and to see ships bombard planets. On Kathil, from what I hear, District City is being called "Districtograd", by our side. I dunno what the other side is calling it. And that's just the lighter side. The Loyalists are getting desperate, Mom, you can tell. Some of them come in and surrender; only they are wearing explosives, or drawing you into an ambush. It's been real rough on our Combat Team's infantry...we've taken 150% casualties among the infantry regiments. And when they do take prisoners, these days, which is rare, well, if you're lucky, you only earn a bullet in the head. We overran a POW camp on [censored] last week. Poor devils looked like scarecrows. The Lyrans had been giving them one serving of watered-down pumpkin soup a day, and then expecting them to work 18-hour days doing on-planet civil engineering projects. And here's the worst part, the Loyalist camp commander? He was from Defiance! He was a Davion, and he was doing this to other Davions! What the hell is this war doing to us? Will we even be able to call ourselves human when it's over?

I won't even talk about the mass graves, just in case you happen to be eating.

What happened Mom? Did we all suddenly go mad? Was Victor right to try and avoid this? Was Katherine right to try and take the throne of the First Prince in his absence? I just don't know any more. And frankly, when it's all over, I am leaving the saddle. I have seen too much, too many friends die at the hands of others they called friend, or brother, or sister, or mother, or father. Will we heal when it's over? Or, is this a symptom of things to come?

I'd ask how you and the quillar crop are doing, but I figure that things in general on New Avalon are pretty tough for you right now anyhow. I hear life is pretty rough for the



civilians on both sides. If they really do care who wins anymore. I heard from a friend with the Light Guards on New Syrtis that folks were so ticked off after what one fight had done to what was left of their town (it had been fought over twice previously) that the locals were dragging downed 'Mechjocks out of their cockpits and bashing their heads in with rebar clubs. It didn't matter whether the pilot was Loyalist, or Rebel. The mob wanted their city back from all of us.

Used to be kids would hear the footfalls of our 'Mechs and run alongside as close as they dared and ask us to throw them ration candy from our cockpits. Now, when we near a town, the kids, and everybody else runs and hides. We asked one indig on Mallory's World why that was so. His answer "Mechs come, war follows." Considering the state of events, I'd say that was a pretty accurate call.

In the "It would have been good news once" column, I am now the assault lance leader for Charlie Company. Why? Simple, because our old lance leader, while answering a midnight call of nature, tripped one of the infantry trip-flares around our staging area's perimeter. An infantry LMG cut him in half before anybody realized the mistake. So, by a sorry, tragic hand of fate, they give me a job, that even before this, I didn't want. If there's one thing that's worse than facing your own prospect of a violent end to your life, it ordering somebody else to do something that will highly likely to get them killed. Why? The dead don't shoulder the guilt.

Sorry if I am really out of good news, it's just, I wish I had some. Tell the kids I love them, Mom, and I will be home soon. I hope.

Love always, your son.  
Alex.

*This letter was found on the remains of Leftenant Alex Forsythe. His remains were found in his Nightstar after it was caught in a strafing run by a flight of Lyran Esiensturms on [censored]. The AFFS military censor on 20th January, 3065, released it to the press and general public after clearance.*







## NEWS FROM THE FRONT:

Recounting battles from around the Inner Sphere

By Joel Steverson

PCMS Training Range, Willow Hills  
Pandora, Pandora Theater  
Lyrn Alliance  
May 23<sup>rd</sup>, 3064

Star Captain Jael glowered at the approaching 'Mech forces as if his hatred alone could strike down his unworthy opponents. Born to a disgraced bloodline in the fall of 3045 he was too young to fight on Tukayyid, and unable to fight in the Refusal War. Despite outstripping his sibkin with an impressive Trial Of Position he'd been assigned, far from the front lines, to the Gyrfalcon Eyrie Cluster, a collection of novitiates whose very presence he found intolerable. Denied an Omni'Mech, the ultimate war machine of the 31<sup>st</sup> century, Jael found his captured Hellfire even less palatable than the Mechwarriors under his command. Perhaps if he were lucky many would not survive their blooding. The 2<sup>nd</sup> Donegal was an elite regiment by the freebirth standards of the Inner Sphere. A feral grin spreading across his face, Jael keyed his trinary's frequency.

"Six months ago you earned the status of a warrior. Today you will prove your worthiness of that title. We are the new blood, though our path is not that of previous generations. Where they were victorious, we shall be triumphant. Where they defeated their foes, we will annihilate them. These stravag freebirths we face today are not true warriors, merely craven pretenders to the name. They are not worthy of our respect. It is only to end their insufferable existence that we deign to sully our weapons. Today, there is no honor to be won, only a duty to do, and so you will show these freebirths the

mettle of true warriors. Fight with honor. Fight with pride. Fight as Jade Falcons."

Pleased with his speech, Jael switched to his command frequency. "Star Commanders Nesha and Sizzo, you will strike at the eastern flank of our enemy with Talon and Battle Stars. I will stab at the heart of the freebirths. You will decimate their forces, then rendezvous with my star and we will turn their inevitable retreat into a rout, quiaff?"

"Aff, Star Captain," Nesha replied.

The muscular olive-skinned woman pleased Jael. She was among the few of his warriors that were worthy of his attention. He would celebrate their victory today by coupling with her tonight. He would enjoy that battle nearly as much as the forthcoming victory against the 2<sup>nd</sup> Donegal.

"Star Captain, you will face four to one odds. That is suicide, quiaff?" The querulous Star Commander Sizzo intruded on his thoughts.

"Neg. The freebirths will not expect so bold a maneuver, and it will pit two full stars of our 'Mechs against their forces. You and Nesha will crush them before the rest of their unit can do any significant damage to my star."

"I stand corrected Star Captain."

"Rightly so," Jael quipped. "Oh, one last thing, do not question me again. You will follow your orders or you will find yourself in a circle of equals."

"Understood Star Captain."

Jael reopened the trinary's main battle frequency.





“Alpha Tertiary. Weapons live. Engage!”

Twenty-five ‘Mechs surged forward as one, their precise formation breaking into individual five ‘Mech stars as their respective Star Commanders executed Jael’s orders. The humanoid war machines closed range with distance-devouring strides as they maneuvered to engage the Inner Sphere troops. Reaching the outer limits of their effective range, Talon Star, swung to the right merging formations with Battle Star and closing on the easternmost enemy company.

Their opponents, well-schooled in the folly of engaging the Clans at range darted amongst the rolling hills providing few clear

shots. Laser light backlit the sky, but the first long range shots didn’t strike until the combatants closed to within 500 meters. Laser fire raced across the battlefield, followed by the contrails of eighty some long-range

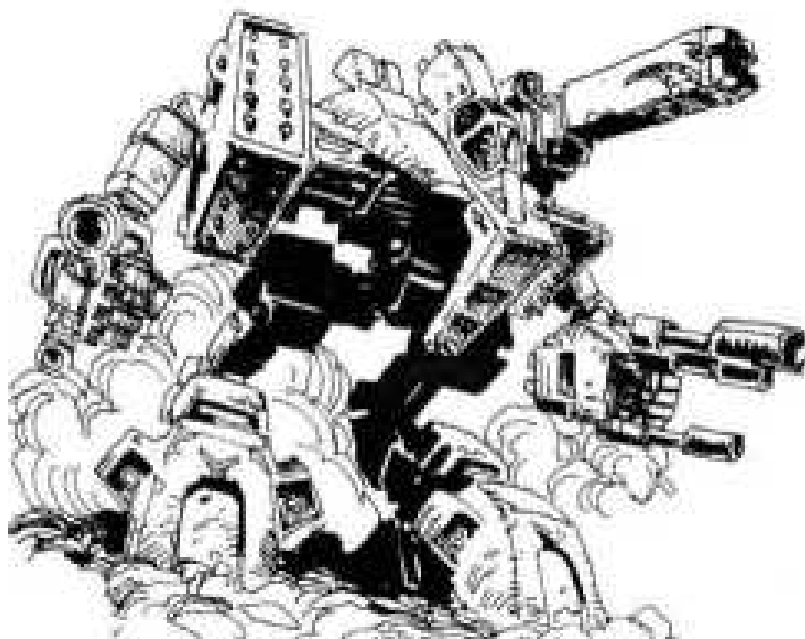
missiles. The staccato roar of autocannon fire added to the battle symphony as ten clan ‘Mechs fired into the tightly spaced Bravo Company of the Pandora College of Military Sciences training battalion.

The results were devastating. Armor fell like molten rain from the savaged chassis of PCMS ‘Mechs. A Bushwacker staggered and fell as well-placed twin Gauss Rifle shots from a Glass Spider devoured its torso armor. An older Caesar wobbled under the azure lightning of multiple PPC strikes, yet somehow kept its footing. ‘Mechs along the entire Bravo Company line suffered staggering amounts of damage.

Heavy return fire vaporized armor on Mechwarrior Richard’s Bane; Talon Star’s heaviest ‘Mech. The massive assault ‘Mech weathered the damage well, and Richard, a credit to his genetic heritage, kept his ‘Mech upright. Quad ultra ten-class autocannon spat an answering hail of shells that ravenously tore into the right arm of a Falconer, severing the limb at the elbow, before stitching their way across its torso.

Jael turned his attention to the twelve ‘Mechs forming the center of the PCMS formation. The freebirths were predictable, already they had begun to shift forces from their western flank to reinforce the east. Jael’s charge would sow confusion among their ranks

as the two groups tried to decide which should engage his star. By the time it was decided his forces would have annihilated one third of their unit.



Suspecting that the heaviest ‘Mech in their unit would be their command ‘Mech. Jael settled his sites upon an ungainly looking 70-ton Barghest slightly behind the PCMS front line. It’s low profile made for a challenging target, but Jael homed in with practiced ease. A missile lock sounded and he thumbed his trigger. Thirty LRM’s introduced themselves to the Barghest. Nearly twenty shattered armor on the quadruped ‘Mech. Punching a button near his throttle control, Jael activated a wide-band broadcast.

“I Star Captain Jael, commander of Alpha Tertiary, Gyrfalcon Eyrie Cluster, Iota Galaxy of the mighty Jade Falcons, and only true warrior upon the field this day, hereby



challenge the freebirth commander of the 2<sup>nd</sup> Donegal Guards to Zellbrigen. Face the wrath of my Hellfire if you have the courage.”

“Boy have you got your facts wrong beak brain,” began a reply that infuriated Jael more with each word. “First off, we’re the PCMS training battalion, and secondly, we’re not accepting any challenges. We kicked your sorry butts off Pandora ten years ago, and we’ll do the same today. Light him up boys!”

*What!* His cheeks burning fire, Jael’s beastly roar echoed loudly in his cockpit, and across the open channel. *Deceived!* Star Colonel Peter Helmer knew he was sending my trinary to face the freebirth whelps. For that I will see him dead. He has stolen my honor, and made me to fight children.

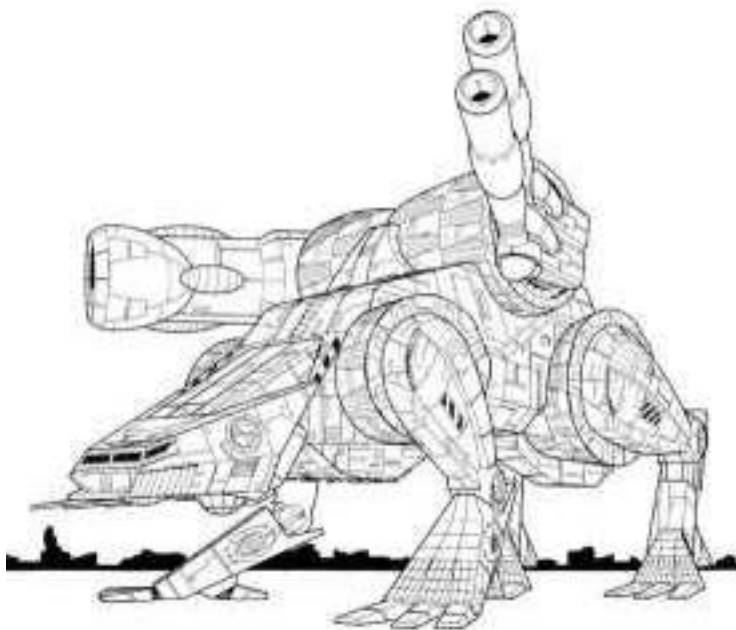
As the staccato roar of autocannon fire erupted Jael engaged his Hellfire’s MASC system. The myomer acceleration circuitry

temporarily boosted his speed putting the Hellfire just slightly ahead of his attackers’ aim. A lethal torrent of fire surged into the hill just meters behind his feet, spraying geysers of dirt against his heels. Jael charged towards the closest target, a 75-ton War Dog. The squat ‘Mech held its ground and loosed its impressive array of weaponry. A nickel-ferrous Gauss slug screamed by, the hypersonic round passing within meters of Jael’s cockpit. Crimson fire spat from the War Dog’s medium pulse lasers, liquefying armor on the Hellfire’s left leg and arm, as errant mega joules from its large pulse laser vaporized scrub brush.

Spitting venom with every breath, Jael centered his crosshairs on the War Dog and squeezed his primary trigger. A trio of heavy lasers, recently developed by the Star Adder scientist caste, and incorporated into the Hellfire as proof of concept, formed the core of its weaponry. Thumbing his secondary trigger he added the scarlet fire of two extended range medium lasers to the volley. Blistering heat assaulted Jael as the weapon discharge overwhelmed his Hellfire’s heat sinks. The deadly caress of emerald light washed over the War Dog evaporating nearly two tons of armor. One ER medium laser, exploiting the War Dog’s savaged right torso, found a chink in the ragged armor and ignited the War Dog’s anti-

missile system ammunition. The resultant explosion sprayed pieces of the War Dog a hundred meters into the air.

His eyes burning from sweat, Jael swung his mighty war machine to the left narrowly avoiding the majority of fire



from the War Dog’s lancemates. One ER large laser from the Barghest ruined armor on his right arm while small munitions from its deadly LB-20X class autocannon pot-marked the Hellfire. Two score of missiles corkscrewed harmlessly past as the overeager pilot of an enemy Longbow fired before obtaining a missile lock.

Fighting his heat-idled targeting system, while continually cursing his ‘Mech, Jael zeroed in on the Barghest, and ordered his star forward. Like hyenas they savaged the disorganized PCMS forces. Thunderous fire belched from twin ultra AC/20’s on Mechwarrior Danielle’s Hunchback IIC annihilating the chest of an enemy Rakshasa.



The profane freebirth attempt to duplicate a Timber Wolf vanished in brilliant flash as its fusion reactor exploded. Radiant courses of energy from a Jade Falcon Hellhound stabbed into a PCMS Night Hawk, evaporating armor on its legs.

Shocked by the savagery of the Jade Falcon assault, the PCMS offered mostly ineffectual return fire. The laterigrade 'Mechs split; half held their ground with the besieged command company. Five Jade Falcon 'Mechs drove into their midst, as one quarter their number tried to withdraw. A nimble Blitzkrieg was the next casualty as cobalt bolts ruined its left leg. Two more enemy 'Mechs fell as the command star successfully split the PCMS defenders.

Ardent light from Jael's heavy large laser stripped armor from the left foreleg of the damaged Barghest, while he bracketed it with LRM fire. With lethal precision he picked apart the floundering 'Mech. A

shotgun-like storm of bullets, from the Barghest, clattered against the Hellfire's armor, blasting away its protection. An amber light denoted the loss of a heat sink. Jael hardly noticed. One more fusillade of laser fire finished the Barghest.

Alpha Trinary's Battle and Talon stars, facing nearly even numbers, annihilated their opponents with deadly efficiency; only one 'Mech escaped the enfilade. Their opponents crushed, Battle and Talon stars reunited with Jael's star. The rejoined trinary had lost only four 'Mechs, one of those a freak shot decapitating the Hunchback IIC and killing Mechwarrior Danielle instantly. The surviving PCMS forces, barely a company and a half still functional, outnumbered Alpha Trinary two to one. They fought courageously, purchasing time for their compatriots escape with their lives. For Jael the outcome was inevitable. He was a Jade Falcon.

\* \* \* \* \*

In early 3064 Jade Falcon Mechwarriors from the Gyrfalcon Eyrie Cluster, capitalizing on the chaos of the FedCom Civil War, and coinciding with a massive Jade Falcon incursion into Lyran Alliance space, assaulted the 2<sup>nd</sup> Donegal Guards and PCMS Training Battalion on Pandora. The raid, designed to blood their newest batch of Mechwarriors, did not target any military facilities on Pandora. Instead the Falcons split the cluster into trinaries and grounded at three different locations, engaging two separate battalion size units of the 2<sup>nd</sup> Donegal and mistakenly engaging the Pandora College of Military Science Training Battalion.

Trained against simulated clan units using traditional clan tactics, the PCMS training battalion was grossly unprepared for the unorthodox approach used by Alpha Trinary. Expecting to close range on their terms, they reacted slowly to the Jade Falcon charge, and, once split, collapsed. Cadets Detleff Klein, and Will Sarenburg both posthumously received the Alliance Star for organizing the controlled withdraw that saved the lives of half the unit. Post-battle analysis led to significant refinements in the PCMS anti-clan training doctrine.

Though only the PCMS training battalion suffered heavy casualties (the 2<sup>nd</sup> Donegal casualties were only twelve percent) the Jade Falcons deemed the raid a staggering success, erasing the stigma of previous failure on Pandora.

Star Captain Jael established himself as a brilliant tactician and adept Mechwarrior, killing three 'Mechs, and disabling two, including Star Colonel Peter Helmer's Warhawk, during a Trial of Grievance at their LZ. His accomplishments earned him a position in Gyrfalcon Eyrie Cluster's command binary.





## **SIMULATOR TECH: TERRAIN**

**One man's trash is another man's Urban Combat Zone**

**By Robin "Havoc" Brush  
(Commando #014)**

Need a city for urban warfare? One that looks cool, doesn't cost much, and is easy to make? If so, look no further than your own trash can! That's right, everyday household garbage is some of the best urban terrain building materials you will ever find.

You see, whenever you buy any consumable products, part of the price you are paying is for the packaging of those products. From the outer cardboard box to the vacuum-formed plastic or Styrofoam inner protection, packaging materials are specifically designed to protect whatever product came inside. It's those interestingly shaped pieces of Styrofoam or formed plastic that are a relative gold mine for Battletech urban terrain builders.

My first encounter with this idea was when my wife came home from our last child's baby shower. One of the things she received was sort of a baby's utility kit; complete with snot suckers, measuring spoons, thermometers etc. Each thing had its own place in a vacuum-formed piece of blue plastic...



and when the items were removed and the plastic was inadvertently turned upside down...well suddenly it didn't look like trash



small industrial plant. After that fateful day, trash never looked the same.



Once you find an interesting piece of packaging such as this Fritos chip and dip combo tray, spray-paint it primer gray...





then hand paint windows and doors with flat black when the primer is dry. Then, you can add flocking for the finishing touches.



If you're in a hurry, you can just use a big, black felt marker. But if done in a hurry, the windows and doors are not always perfect (as you can see in the photos), but they still produce a very usable piece of urban terrain.

When several of these pieces are put together, a very impressive urban environment can be created. You can also use pieces of black or gray felt, cut into strips and painted for paved roadways, and when they are added to your "garbage can" city, your Battletech urban combat takes on a whole new dimension.

The following are some examples of things I've used to create buildings:

- **1/2-Gallon Milk Cartons for Skyscrapers**
- **Plastic produce containers (strawberries) for medium buildings**
- **The cut-off bottoms of plastic 20 oz. Pepsi bottles for outposts**
- **Pill bottles for towers or fuel storage tan**
- **Fritos chip & dip containers for governmental buildings**
- **Taco shell containers for scientific research facilities**
- **Snow Globes for domed, futuristic buildings**
- **Keebler wafer cone containers for Quonset type hangers**

The list goes on, but I'm sure you've got the general idea. You can also use various sized boxes for both functional buildings and destroyed buildings as well. When constructing destroyed buildings, I like to use irregularly shaped cardboard wedges glued into a corner to depict the various floors in the collapsed building, and pieces of Styrofoam and balsa wood as rubble.



Speaking of balsa wood, very cool bridges can be made with it by cutting out the trusses with an x-acto knife and gluing them to





a flat piece. They are a lot cheaper than buying N-scale train bridges and look just as good.

So there you have it in a nutshell. The next time you are throwing away something, look at it closely. Is it truly trash you see, or is it possibly an integral part of your next scenario's urban battlefield?







## SIMULATOR TECH: SCENARIO

### Bleeding On Pandora

By Joel Steverson

Classic BattleTech is a combat simulation game enjoyed throughout the Inner Sphere by Mechwarriors and civilians alike. For the enjoyment of our readers, we present the following historical scenario.

### Background:

The FedCom Civil War has spread throughout the erstwhile proud nations like a virulent plague. Hundreds of once orderly worlds face unparalleled chaos as demonstrations, riots, and, in more than a few instances, outright rebellion threaten Archon-Princess Katrina Steiner's rule.

The newest generation of Jade Falcon MechWarriors, born in the dishonorable shadow of the truce of Tukayyid, and suffering the ignominy of the trial of refusal won by the resurrected Star League, ache to prove their worth.

Using the opportunity provided by the chaos of civil war, the Jade Falcons embark on a bold mission to blood their newest MechWarriors. Their target: Pandora. Defended by the elite 2<sup>nd</sup> Donegal RCT, the Lyran Alliance theater capital is a prime target for the battle hungry Jade Falcons. This two-part scenario details the final battle for the Alpha Tertiary of Gyrfalcon Eyrie Cluster's Iota Galaxy.

### Situation:

PCMS Training Range, Willow Hills  
Pandora, Pandora Theater  
Lyran Alliance  
0912 May 23rd, 3064

The Pandora College of Military Sciences Training Battalion, deployed at a remote training facility known as the Willow Range Proving Grounds, did not expect to

see combat during the Jade Falcon raid. They had no way of knowing that poor interpretation of intelligence data would lead Star Colonel Peter Helmer to believe they were elements of the elite 2nd Donegal Guard's Dragoon Battalion.

As the shrill blast of sirens echoed throughout their barracks, dozens of anxious MechWarriors raced to the briefing room.

*"I'll give it to you straight. We've picked up a Tertiary of Clanners closing fast on our position.*

*Why they've chose to come knocking on our door is beyond me, but if I know you're ready to step up and answer that knock.*

*We know from their batchall that they're part of the Gyrfalcon Eyrie Cluster. They're green for Clanners, but don't underestimate them.*

*We'll make our stand at Willow Hills, the terrain there is the best we can hope to find here, and after last week's drills I'm sure you're all familiar with it.*

*Until now, you've only fought Clanners in the simulators. Today you'll put that experience to the ultimate test. Stick with your lancemates, remember your training, and we'll hit these Clanners so hard they'll wish they never crawled out of their iron wombs.*

*Assembly on the parade grounds in twenty minutes."*

- From PCMS Kommandant Cyrus Hubbard's pre-mission briefing.



**Clan Honor:**

The Jade Falcons adhere to Clan honor level 2 in both scenarios.

Clan MechWarriors must strictly adhere to Zellbrigen. No Jade Falcon 'Mechs may fire upon the same target. Once a Jade Falcon 'Mech fires upon a particular target, no other Jade Falcon 'Mech may fire upon that target. The Jade Falcons must adhere to Zellbrigen so long as the PCMS forces do likewise, however should the PCMS forces violate the dueling rules, the battle becomes a free-for-all and Zellbrigen no longer applies.

Physical attacks are allowed only in response to physical attacks initiated by PCMS units, and only against the unit initiating the physical attack.

For more on Clan honor see First Strike! pages 40-42.

**Jade Falcons:**

Apply a -4 penalty to the Jade Falcon initiative roll on the first turn of scenario 1 only. Reduce this penalty by 1 on each subsequent turn. After the fifth turn in scenario 1, and in every turn of scenario 2, the Jade Falcons suffer no initiative penalty.

**PCMS:**

Apply a -1 initiative penalty in every round of every scenario for the PCMS forces.

**Nonfunctional:**

For purposes of this scenario, a 'Mech is considered nonfunctional when it loses a leg, suffers two gyro hits, or is unable to inflict 5 or more points of damage with weapon attacks.

Vehicles are considered nonfunctional when they are rendered immobile, are unable to inflict 5 or more points of damage with weapon attacks, or have lost their crew. Infantry and Battle Armor units are never considered nonfunctional.

**Scenario One**

**Game Setup:**

Lay out the BattleTech maps as shown.

You will need the Rolling Hills #1 map from BattleTech Map Set 3, and the Woodland map from BattleTech Map Set 6.

**Deployment:**

The PCMS elements deploy first anywhere within the first five hex rows of the northern edge of the Woodland map.

The PCMS infantry may begin play hidden on the field, riding in the Maxim Hover Transports, or on foot. The Demolisher II and Alacorn Mark VI tanks may begin play hidden. All hidden units must be placed within the deployment area.

Talon and Battle Stars enter anywhere along the southern edge of the Rolling Hills #1 map during turn 1.

**Attacker:**

Alpha Trinary Talon and Striker Stars.

**Talon Star**

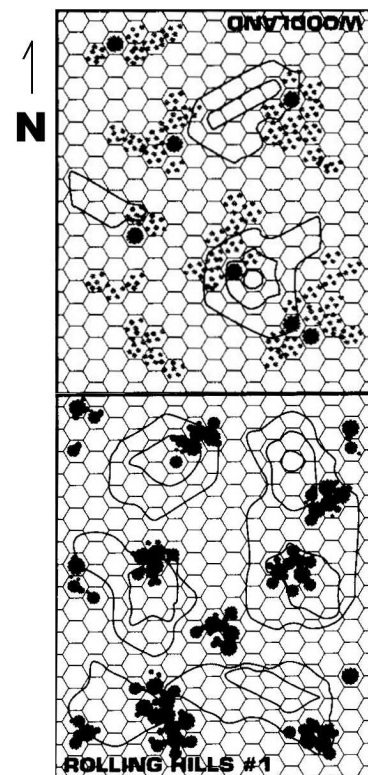
Star Commander Sizzo (Piloting: 4, Gunnery: 3)  
**Gallowglass WD (BV 2530)**

MechWarrior Jennifer (Piloting: 5, Gunnery 4)  
**Glass Spider (BV 1636)**

MechWarrior Tristen (Piloting: 5, Gunnery: 4)  
**Guillotine IIC (BV 2187)**

MechWarrior Arnold (Piloting: 5, Gunnery 4)  
**Glass Spider (BV 1636)**

MechWarrior Richard (Piloting: 4, Gunnery 3)  
**Bane (Ultra AC/10 Variant - BV 2631)**







### **Striker Star**

Star Cmdr Nesha (Piloting: 5, Gunnery: 4)  
**Incubus (BV 1422)**

MechWarrior Sinclair (Piloting: 4, Gunnery: 3)  
**Great Wyrn (BV 1424)**

MechWarrior Vincent (Piloting: 5, Gunnery: 4)  
**Wyvern IIC (BV 1426)**

MechWarrior Allison (Piloting: 6, Gunnery: 5)  
**Horned Owl (BV 1198)**

MechWarrior Zhong (Piloting: 5, Gunnery: 4)  
**Jenner IIC (BV 1024)**

### **Defender:**

The defender consists of various elements from the PCMS Training Battalion.

### **Mech Forces**

Recruit Detleff Klein (Piloting: 4, Gunnery: 3)  
**BTZ-3F Blitzkrieg (BV 1365)**

Recruit Will Sarenburg (Piloting: 6, Gunnery: 5)  
**STY-3C Starslayer (BV 1100)**

### **Vehicle Forces**

Veteran Crew (Piloting: 4, Gunnery: 3)  
**Demolisher II Heavy Tank (BV 1299)**

Veteran Crew (Piloting: 4, Gunnery: 3)  
**Alacorn Mark VI Heavy Tank (BV 1715)**

Regular Crew (Piloting: 5, Gunnery: 4)  
**Fulcrum Heavy Hover Tank (BV 819)**

Regular Crew (Piloting: 5, Gunnery: 4)  
**Pegasus Lt Hvr Tank (3058 Upgrade - BV 515)**

Regular Crew (Piloting: 5, Gunnery: 4)  
**Maxim Hvy Hvr Tank (3058 Upgrade - BV 548)**

Green Crew (Piloting: 6, Gunnery: 5)  
**Maxim Hvy Hvr Tank (3058 Upgrade - BV 466 )**

### **Infantry Forces**

Regular Platoon (Gunnery: 4)  
**SRM Foot Infantry (BV 60)**

Regular Platoon (Gunnery: 4)  
**SRM Foot Infantry (BV 60)**

### **Exiting The Field:**

All forces must exit the field through the west edge of the Woodland map.

The Jade Falcon forces may not exit the field until all of the PCMS units have exited the field, been destroyed, or rendered nonfunctional. If during the end phase of the preceding round these conditions have been met, the Jade Falcon forces may begin exiting the field during the current round. Hidden units, even if later revealed, do not count towards this restriction.

When a unit exits the field, count down (full hexes only) from the northern edge of the Woodland map to the last hex they occupied on the western edge before exiting the field. Record this hex-row number, along with the round in which the unit exited the field. These numbers will be used in scenario 2.

### **Victory Conditions:**

The scenario ends when all the units from both sides have exited the field, been destroyed, or rendered nonfunctional.

Victory points are awarded as follows:

- Per enemy unit destroyed (+ its BV in victory points)
- Per friendly unit lost (- its BV in victory points)
- Each round beyond 7 that no Jade Falcon 'Mechs exit the field. +1000 PCMS victory points
- +1000 Jade Falcon victory points for each 'Mech exiting the field before round 7.



Cb 14,595,000





## Scenario Two

### Game Setup:

Lay out the BattleTech maps as shown.

You will need the Rolling Hills #2 map from BattleTech Map Set 3, and the Woodland map from BattleTech Map Set 6.

### Deployment:

The PCMS elements deploy first anywhere within the first five hex rows of the northern edge of the Rolling Hills #2 map.

The PCMS infantry may begin play hidden on the field, riding in the Maxim Hover Transports, or on foot. The PCMS Battle Armor & any of the tanks may begin play hidden on the field. All hidden units must be placed within the deployment area.

Command Star enters anywhere along the southern edge of the Woodland map during turn 1.

### Attacker:

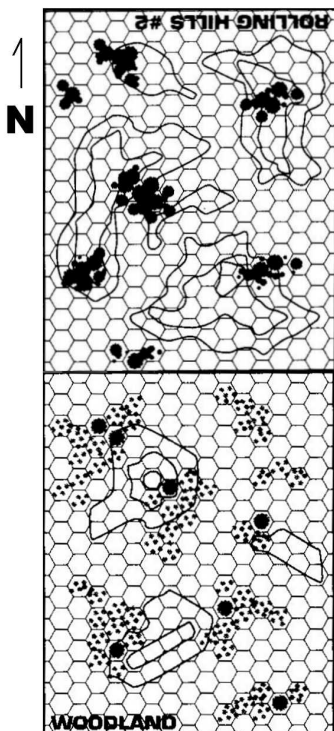
The attacker consists of Alpha Trinary's Command Star.

### Talon Star

Star Captain Jael (Piloting: 3, Gunnery: 2)  
**Hellfire (BV 2243)**

MechWarrior Danielle (Piloting: 4, Gunnery 3)  
**Hunchback IIC (BV 1905)**

MechWarrior Rebecca (Piloting: 4, Gunnery: 3)  
**Conjurer (BV 2143)**



MechWarrior Winston (Piloting: 6, Gunnery 5)  
**Vapor Eagle (AC/10 Variant) (BV 1714)**

MechWarrior Kurt (Piloting: 5, Gunnery 4)  
**Spirit (BV 1377)**

### Defender:

The defender consists of various elements from the PCMS Training Battalion.

### Mech Forces

Kmdt Cyrus Hubbard (Piloting: 3, Gunnery: 2)  
**BGS-1T Barghest (BV 1964)**

Sergeant Kevin Murphy (Piloting: 4, Gunnery: 3)  
**MDG-1A Rakshasa (BV 1765)**

Recruit David Wellshire (Piloting: 5, Gunnery: 4)  
**WR-DG-02FC War Dog (BV 1553)**

Recruit Peter Simms (Piloting: 6, Gunnery: 5)  
**LGB-7V Longbow (BV 1161)**

Recruit Rachael Evans (Piloting: 6, Gunnery: 5)  
**NTK-2Q Night Hawk (BV 734)**

### Vehicle Forces

Regular Crew (Piloting: 5, Gunnery: 4)  
**Maxim Hvy Hvr Tank (3058 Upgrade - BV 548)**

Green Crew (Piloting: 6, Gunnery: 5)  
**Fulcrum Heavy Hover Tank (BV 819)**

### Infantry Forces

Regular Battle Armor Platoon (Gunnery: 4)  
**Fenrir Med Pulse Laser Battle Armor (BV 222)**

Regular Battle Armor Platoon (Gunnery: 4)  
**Fenrir Med Pulse Laser Battle Armor (BV 222)**

Regular Platoon (Gunnery: 4)  
**SRM Foot Infantry (BV 60)**

### Reinforcements:

PCMS and Jade Falcon forces that survived scenario 1, and exited the field, will be available as reinforcements for scenario 2.

Add 2 to the round in which they exited the field in scenario 1. The result is the round in which that unit enters scenario 2.

To determine reinforcement units' point of entry for scenario 2, refer to the hex-row number recorded during scenario 1. Count down (on the eastern side) from the northern edge of the Rolling Hills #2 map to that hex



row. The unit must enter the field at that hex, unless prohibited by terrain or stacking, in which case the unit must enter the closest hex to the prohibited hex. In the event of a tie for closest hex, the controlling player may choose.

Beginning on round 5 the PCMS reinforcements enter the field anywhere within the seven hexes on the northwest edge of the Rolling Hills #2 map.

These reinforcements enter in the following order:

### **Round 5**

Sgt. Kirsten DeCamp (Piloting: 4, Gunnery: 3)  
**CES-3R Caesar (BV 1775)**

Regular Crew (Piloting: 5, Gunnery: 4)  
**Fulcrum Heavy Hover Tank (BV 819)**

Green Battle Armor Platoon (Gunnery: 5)  
**Fenrir Med Pulse Laser Battle Armor (BV 200)**

### **Round 6**

Recruit Samuel Davies (Piloting: 6, Gunnery: 5)  
**FLC-8R Falconer (BV 1603)**

Green Crew (Piloting: 6, Gunnery: 5)  
**Pegasus Lt Hvr Tank (3058 Upgrade - BV 438)**

Green Crew (Piloting: 6, Gunnery: 5)  
**Pegasus Lt Hvr Tank (3058 Upgrade - BV 438)**

### **Round 7**

Veteran Crew (Piloting: 4, Gunnery: 3)  
**Alacorn Mark VI Heavy Tank (BV 1715)**

Recruit Demeter Andrus (Piloting: 6, Gunnery: 5)  
**AXM-1N Axman (BV 990)**

Recruit Wolf Gruber (Piloting: 5, Gunnery: 4)  
**LNX-9Q Lynx (BV 1525)**

Veteran Battle Armor Platoon (Gunnery: 3)  
**Fenrir Med Pulse Laser Battle Armor (BV 266)**

### **Exiting The Field:**

PCMS forces may exit the field from the northern edge of the Rolling Hills #2 map.

Jade Falcon forces may exit the field from the southern edge of the Woodland map.

Unless a 'Mech unit is missing a leg, or a vehicle unit has been reduced to a cruise speed of 1 or less, it must attempt to

exit the field once it meets any of the following conditions:

- Three Pilot Hits
- Two Engine Hits
- One Gyro Hit
- Unable to do 5 or more points of damage with weapon attacks.

A unit required to leave the field must reduce its distance from the edge (from which they may exit) each round, unless prohibited from doing so by terrain or stacking limits in which case it must detour around the obstruction using the quickest possible method.

A unit required to leave the field may not intentionally produce heat, and is allowed physical attacks only in response to physical attacks initiated by enemy units, and only against the unit initiating the physical attack.

### **Victory Conditions:**

The scenario ends when all the units from both sides have exited the field, been destroyed, or rendered nonfunctional.

Victory points are awarded as follows:

- Per enemy unit destroyed (+ its BV in victory points)
- Per friendly unit lost (- its BV in victory points)
- Per enemy unit forced to exit the field (+ ½ its BV in victory points)
- Per friendly unit forced to exit the field (- ½ its BV in victory points)

### **Aftermath:**

Although the Jade Falcon raid failed to inflict any significant damage upon Pandora, they considered the raid a success as their new MechWarriors gained invaluable battlefield experience.

PCMS has stepped up its anti-clan tactical training program, and in simulations, the PCMS Training Battalion has shown 37% improvement.